

**Jump Game Development as a Media in Improving Rough Motoric of The Kindergarten Students in Malind District-Merauke**Carolus Wasa¹, Dilli Dwi Kuswoyo²✉Department of Physical Education, Health and Recreation, Faculty of Teacher Training and Education, Musamus University, Merauke, Indonesia¹²**Article History**Received 14 November 2020
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Abstract

The purpose of this research is to develop and produce a learning model for kindergarten students in Malind District in the form of Jump games. This method is a development research that refers to the Borg & Gall which has conducted, namely: (1) Conducting Preliminary Research and Gathering Information, (2) Developing Initial Product Forms, (3) Evaluation, (4) Revise First Product, (5) Field trials (20 students), (6) Revise Final Product and (7) Final Results through field trial revision. The questionnaire is used in collecting the data; the results obtained were expert evaluation, small group trials, and field trials. Data in the form of production results regarding product quality, product improvement, and the results of questionnaires by the students. Descriptive percentage used in analyzing data to reveal the psychomotor, cognitive, and affective aspects of students after using the product. Based on the results of the trials obtained, were 82% of Physical Education Experts (Good) and Field Trial 80% (Good), Learning Experts 83% (Good), and Small Group Trials 81% (Good). Based on the data that has been received above, it can be stated that Jump Game can be used by Kindergarten Students in Malind District, Merauke Regency because it can be accepted by students and produces a learning products.

How to Cite

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INTRODUCTION

Sports are currently progressing very rapidly, almost everyone likes sports (Suherman et al., 2018). (Pradipta, 2015) stated that sports as an effort to shape the Indonesian human being; discipline, has high sportsmanship, and achievements with a spirit of nationalism. This is in line with what was stated by (Kuswoyo & Donggoran, 2019) there was a strong soul and a healthy body by doing sports.

Aspects of physical health that are very important to support education in schools (Kuswoyo, 2018) with overall contributing to the individual through the educational process as a selected physical activity (physical activity) to develop and improve organic, neuro-muscular, interactive, social and emotional abilities (Hutajulu, 2013) where the physical education is a branch of science that studies movement activities through sports media (Rahmatullah, 2019) which is in (Rahayu, 2013) adds through with physical education, students will get a pleasant personal impression, creative and innovative skill, physical fitness, and healthy living habits.

The knowledgement of human movement activities and in order to form a cheerful and joyful physical learning atmosphere, the teacher has a role as a supervisor in controlling the situation and the learning components described in the process of teaching and learning activities (Budiningih, 2005).

Merauke Regency is one of the border districts and is far from the capital city of Papua Province. Based on the results of field observations in the Kindergarten, it was found that the level of enthusiasm, participation and activeness of students in participating in physical education learning was very low, especially when learning motor movements. Based on the results of interviews with teachers, the most basic problem is the teacher's difficulty in developing suitable learning media in improving the gross motor skills of their students. Other factors has identified in the lack of knowledge and facilities. The observations show a lack of rough motoric development which is caused by teachers more develop soft motoric and less to make fun learning creatively. . Based on the background of the problem, it is necessary to conduct a research study to address problems faced by kindergarten teachers in Malind District.

An important effort in developing the Physical Education has to carry out a lesson plan according to the curriculum which help students more into directed movement (Sukendro et al., 2017). Monotonous learning activities will lead

students bored and uncomfortable, then it will affect the quality of student learning (Riyanto & Kuswoyo, 2019). One alternative being developed is game jump as a media to improve the motoric of kindergarten students in Marind District. (Swadesi & Kanca, 2018) explained that this Research Development of a learning model for sports and health education is very important because; 1) assisting the teacher in providing messages in teaching and learning activities, 2) helping students in receiving teaching messages, 3) teaching the same lesson over and over again, and 4) interesting learning materials and media. This development is expected to encourage Kindergarten students in Malind District to directly play an active role in the learning process to gain a sense of joy in doing sports.

METHODS

This study is adopting research and development method, which the population is 254 students and the sample is 25 students or 10% of it (Kuswoyo & Betaubun, 2019) . Data analysis techniques are using qualitative and quantitative technique, which the result is numeric and its description which utilize questionnaire and validating sheet of the physical education expert, learning expert, small group trials and the field trial.

According to (Gall & Borg, 2003) explains that "Research and Development" in education is an industry-based development model where the findings of the research are used to design learning products, which are then systematically tested in the field, evaluated, and refined until a learning product is produced that meets certain standards, namely effective, efficient, and quality. The development reseach in this study is a media as known as game jump with a puzzle carpet combined with pictures of Meraukes' animal.

This game is played on a puzzle carpet that has been modified by the researchers as a learning medium in improving kindergarten students' rough motoric. Game participants are asked to step or jump to imitate the movement of the animal found on the puzzle carpet that has been well arranged from the start to the finish line.

The purpose of this development product is to improve the kindergarten students' rough motoric. The steps taken in this research include:

1. Conducting preliminary research and gathering information, including field observations and literature studies.
2. Developing the initial product (in the form of a game jump game)
3. Evaluation of experts. In this development

research, Physical Education experts and Early Childhood Education experts, as well as small group trials.

4. Product Revision First, product revision is based on expert input and small group tests. This revision will be used as an improvement to the initial product that the researcher has made.
5. Field test.
6. Revision of the final product obtained through field test results.
7. The final result of the game jump game to improve the gross motor skills of kindergarten children in Malind District, Merauke Regency, produced through revised field trials.

RESULTS AND DISCUSSION

Rough motoric development is an activity which carried out by a person's body in utilizing large muscles, some parts of the body composition in children are gross motoric skills that are required by children to sit, kick, run, climb stairs and so on (Ihsan & Hasmyati, 2011). Obviously, gross motor skills in this study are the child's ability to do jump games by using the coordination between the hands and the leg muscles to jump and balance the body. There are several motor functions of early childhood according to (Rahyubi, 2014) including: (a) flexing the muscles for the fingers and hands; (b) Encouraging the development of children's motor, mental, and health; (c) designing, building and strengthening the child's body; (d) training abilities and physical strength and emotional intelligence of children; (e) increasing the child's emotional level (f) increasing children's social; (g) growing feelings and pleasure in children and understanding about their own capacity.

The analysis results obtained from the physical education expert evaluation data obtained an average of 82%. Furthermore, the analysis data obtained through learning experts was 83%, the analytical data obtained through small group trials was 81%, and the latest data obtained through field trials was 80%. Based on the results of the analysis described above, it can be concluded that the game jump game product to improve the motor skills of kindergarten in Malind District has met the criteria of Good assessment. Where this value is obtained through the aspects of the assessment in the questionnaire such as Assisting tool (1), learning atmosphere (2), attracting attention (3), channeling messages (4), and the willingness of students (5).

Table 1. The overall results

Components	Results
Evaluation Result of Physical Education Expert	Obtained 82% with good category
Evaluation Result of Learning Expert	Obtained 83% with good category
Small Group Trials	Obtained 81% with good category
Field Trial	Obtained 80% with good category

The **Table 1** above shows that the overall results of the data obtained are in the good category, which means that the game jump product can be used as a physical education learning medium in improving the rough motoric skills of kindergarten students. This is based on the existing percentage, from 80% to 83%, all of which have good categories. It can be seen to the picture below, how excited the students in receiving the instruction and ready to do it.



Figure 1. The atmosphere when the researcher gave the instructions and the students are ready to do it

The result of product development in this study is to hone students' rough motoric through learning media in the form of game jump which is manifested into a puzzle carpet game. Where each carpet is given a typical animals' picture of Papua, such as; Deer, Kangaroo and Cassowary. In this game, students are instructed to imitate animal movements. This result is similar to Magfiroh research (Magfiroh et al., 2020) which have been applying the cheerful jumping games at the age of 5-6 years in PKK 3 Gunungsari Kindergarten, Beji District, Pasuruan Regency that shows there is an increase in children's gross motoric skills, especially in achieving indicators of strength, balance, coordination, flexibility, and

agility. It's proven based on the implementations' result of pre-action to the cycle II has an increase through categories have not been reached to the reached categories. The increase reached 55.6% with a strength indicator; 77.7% with a balance indicator; 77.8% with coordination; 66.7% with indicators of flexibility and agility (Magfiroh et al., 2020).

Those result shows us that interesting learning media such as jump game or cheerful jumping games are able to create an effective and efficient learning process in improving of children's abilities and development aspects, especially their rough motoric skills.

CONCLUSION

Based on the results, it can be concluded that jump game product using the puzzle carpet media to improve the rough motoric skills of kindergarten students in Malind District, Merauke Regency, can be practiced on product trial subjects, it is proven based on the results of the analysis from Physical Education experts with a percentage value of 82% and learning experts with a percentage value of 83%, analysis of small trials with a percentage value of 81% and field trials with a percentage value of 80%. Based on the predetermined criteria, the product has got the Good criteria so that it can be used for learning kindergarten students in Malind District, Merauke Regency.

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